

KUNG-FU MASTER INSTRUCTIONS

GETTING STARTED

- With power **OFF**, insert cartridge into your computer.
- Turn power **ON**.
- The title screen will appear, followed by a computer-controlled demonstration game.
- You may watch the demo game (which will recycle itself in an endless loop), or you may proceed directly to the "Select Game Options" screen by pressing any key to begin.
- When the "Select Game Options" screen appears, select your game options.

SELECTING GAME OPTIONS

To select your game options, press the SPACEBAR on the keyboard to highlight the desired game option. When your selected option is highlighted, press the RETURN key to make that choice.

After you have made all your game choices, the game will begin.

At the end of your game, the computer-controlled demonstration game will appear again. The final scores of your most recent game will be represented throughout the demonstration game.

Pressing any key will take you to the "Select Options Screen" which will now display the game options you made in your most previous game. To play the same type of game as the last one, press the RETURN key to select each highlighted item, and a new game will begin after a pause.

OBJECTIVES

You are the Kung-Fu Master. Travel through the wizard's temple to rescue the maiden held captive. Use your own martial arts skills to defeat the weapon-wielding henchman, dragons, demons and other evil obstacles which stand in your way.

GAME PLAY

You begin your quest on the first floor and must battle your way to the fifth floor to make your rescue. As you start you have three (3) lives; each score of 40,000 points awards you with an additional life. You must reach the stairs at the end of each floor before your energy or the timer runs out. If not, you are defeated and lose one life.

Energy — Your energy level is always displayed on the bar graph at the upper left hand corner of the screen.

Timer — The game timer starts at 2,000 and counts down. A warning sound is heard when the time runs below 200.

To pass through to each floor, you must successfully defeat all the obstacles and henchmen in your path. Climb the stairs to the next floor. At this point the timer and your energy will reset. Once you have completed the fifth floor, your quest is finished. You have rescued the fair maiden. (Note: In order for the game to continue after this point, you are placed back at the beginning of the first floor. Re-establish your quest, but beware: in this round, all enemies and obstacles are stronger, faster and more abundant.)

ENEMIES

Henchmen will approach you from either side and will attempt to grab you, depleting your energy. You need only kick or punch each of them once to defeat them. Note: if the henchman grabs you, move your joystick (or keyboard controls) rapidly left to right to shrug them off.



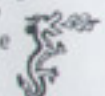
Knife Throwers approach you from either side wielding sharp knives. Duck or jump to avoid the knives. To defeat them, you must kick or punch them twice.



Snakes appear from falling vases as they hit the floor. You may destroy the vase as it falls with a skillful punch or kick, but you cannot kill the snake. These snakes are small and fast as they scurry by your feet. Avoid their harmful contact by jumping as they pass under you.



Fire Breathing Dragons appear from falling balls as they hit the floor. You may destroy the ball before it hits the floor or defeat the dragon with a single mid-punch or kick, but beware of the harmful flames.



Mystic Globes hover at your head and will soon after burst into dangerous fragments. You may use a jump kick or punch to destroy the globe before it explodes or avoid the flying fragments.



Dwarfs will approach from either side to somersault onto you. Stand or use a single squat kick or punch to defeat them.



Killer Bees will emerge from various heights on either side to sting you. Kick or punch them once to defeat them.



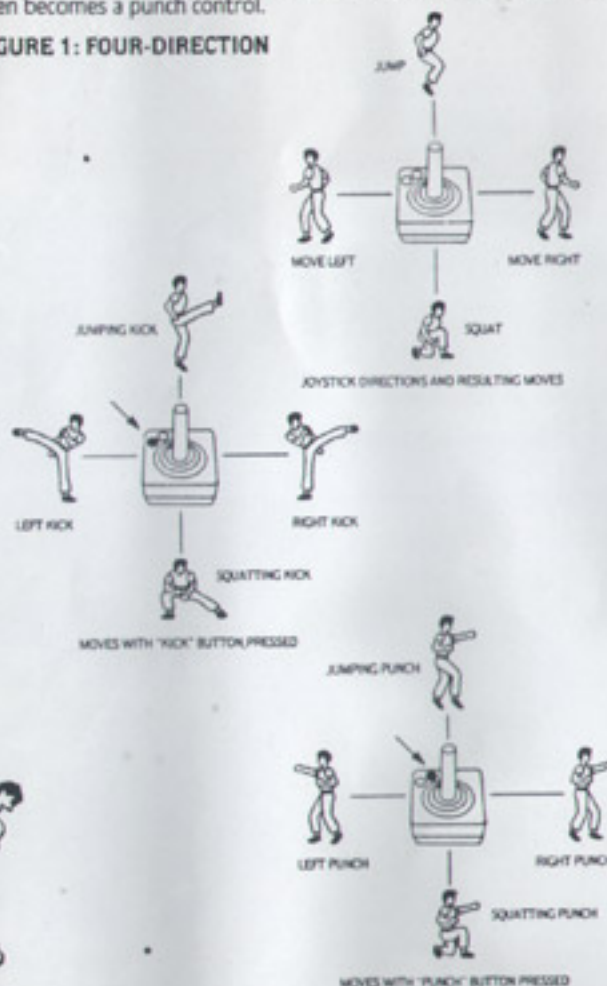
Guardians on each of the floors obstruct your path to the stairs for the next level. You must defeat the guardian before advancing, by kicking or punching several times until his energy is depleted.



THE CONTROL

You can control your player(s) with a standard Commodore joystick(s). The 8-way joystick is more than adequate to indicate which direction to move. The button will alternate between serving as a kick and a punch button. As the play starts, the button serves for a kick control. By pressing the Space Bar on the keyboard, the button then becomes a punch control.

FIGURE 1: FOUR-DIRECTION



TWO-PLAYER GAME

The Commodore Kung-Fu Master games offer one-and-two-player modes. Note that since play alternates in a two-player game that only one player is actually playing at any one time. Play alternates between the two players every time a player loses a life. Should one player lose all his lives before the other player, the remaining player is allowed to play all of his lives out (without alternating to the other player) until the game ends.

SCORING

Below is a chart of the points you receive from defeating each of the enemies.

Enemy	Defeating with Left, Right or Squatting Kick	Defeating with Punch, Squat punch, or Jumping Kick
Henchmen	100	200
Knife Thrower	500	800
Falling Vase or Ball	300	200
Dragon	2000	2000
Floating Globe	1000	1000
Dwarf	200	300
Jumping Dwarf	400	400
Bee	500	600
Bat (From Monster)	2000	2000
Guardians	?	?

KEYBOARD CONTROLS

On **COMMODORE 64™**:

PAUSE game play.

To pause game play, press F7. To re-start the action, press F7 again.

QUIT game play.

To quit (end) the current game, press F1 of your function keys. Quitting a game returns you to the demo game. From there you can proceed to choose new game options.

SOUND OFF/ON

To turn off the sound, press F5. To turn the sound back on, press F5 again.

SELECTING GAME OPTIONS

When the programme has loaded the Hi-Score table is shown. By pressing any key the game options will be displayed. You can select Keyboard or Joystick with K/J. You can select separate Punch and Kick keys by pressing 'Y'. Any other key will select combined.

CONTROL OPTIONS

	SEPARATE	COMBINED
Up	I	I
Down	K	K
Left	J	J
Right	L	L
Kick	Q	Q
Punch	A	Space toggles between kick/punch